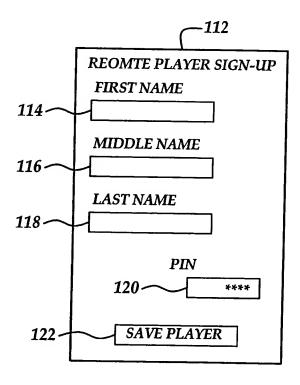


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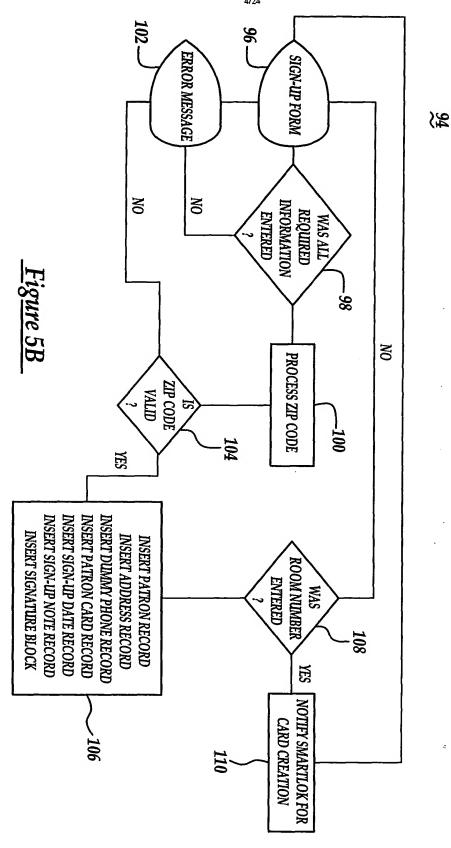
SENDING A FILLABLE FORM TO A REMOTE DEVICE

FILLING THE FORM WITH DATA ON THE REMOTE DEVICE

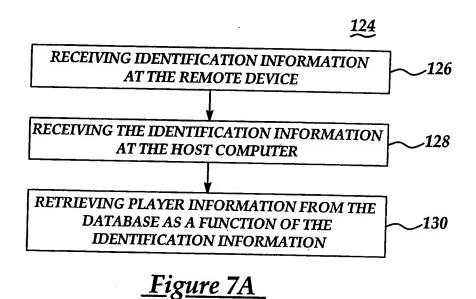
Figure 5A



<u>Figure 6</u>



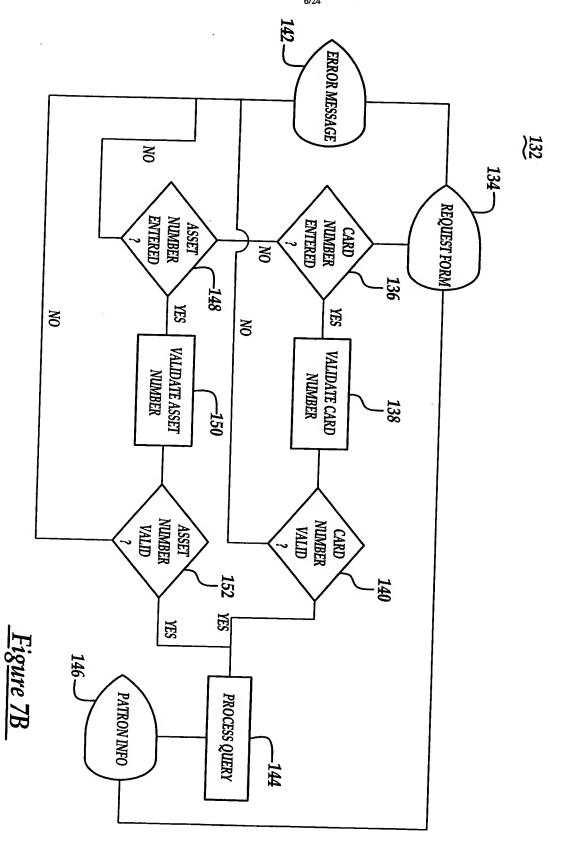
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Jeffrey George, et al.
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in a Player Tracking System
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```
REMOTE PLAYER INFORMATION

NAME (last, first, middle):
PATRON HOST NAME:
ADDRESS:
ANNIVERSARY DATES
BIRTHDAY:
WEDDING:
SIGN-UP DATE:
CURRENT METERS
JACKPOTS:
COIN-OUT:
COIN-IN:
WIN/(LOSS):
PATRON RELATIONS:
```

Figure 8



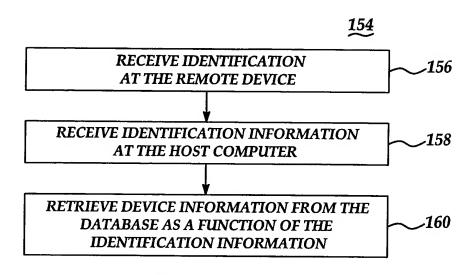
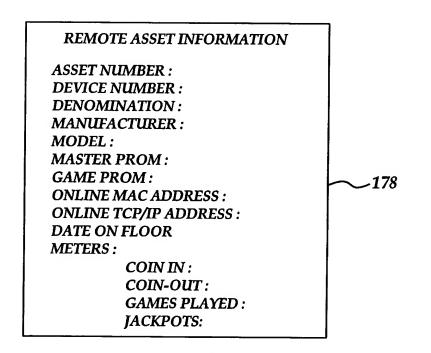
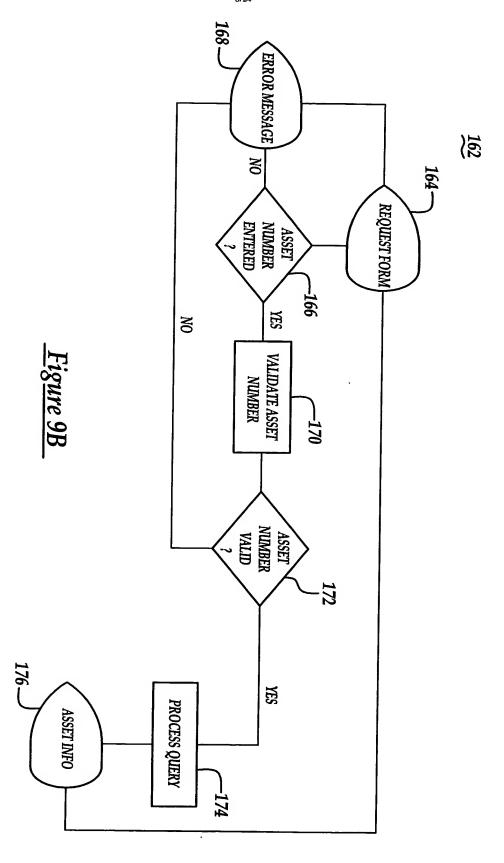
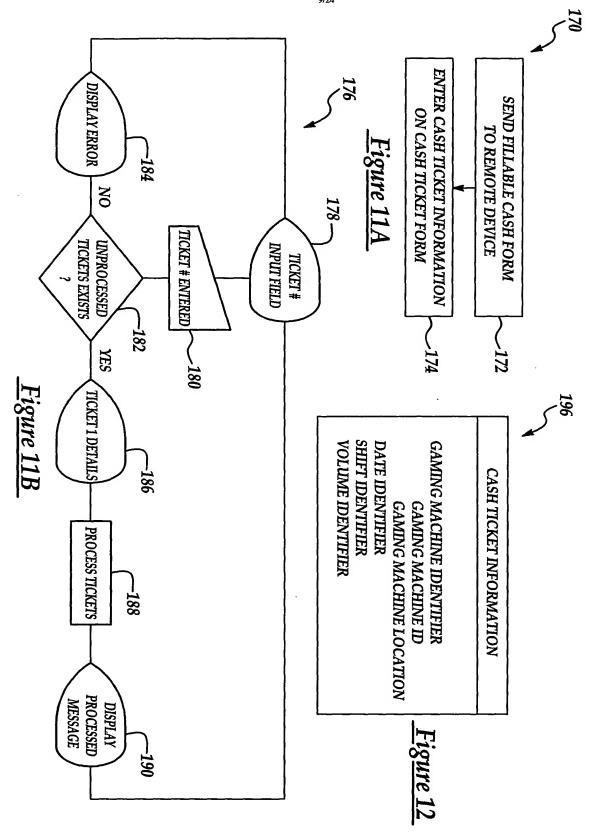


Figure 9A



<u>Figure 10</u>





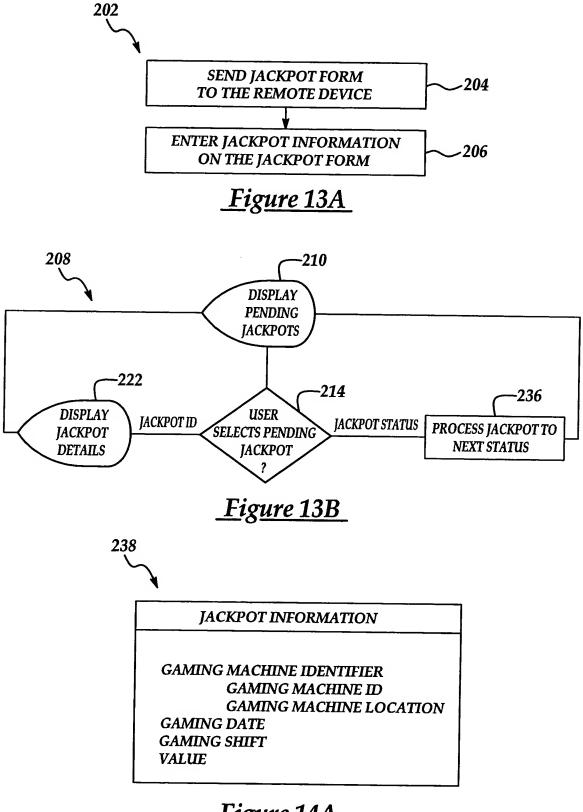


Figure 14A

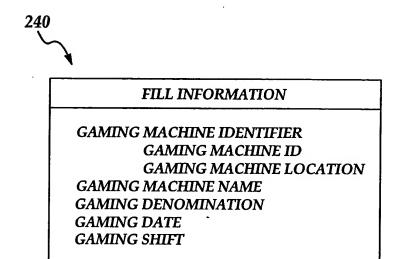
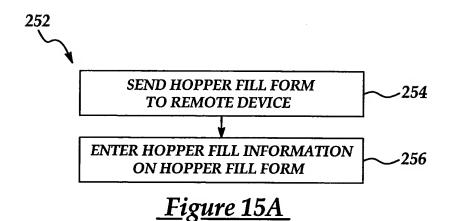
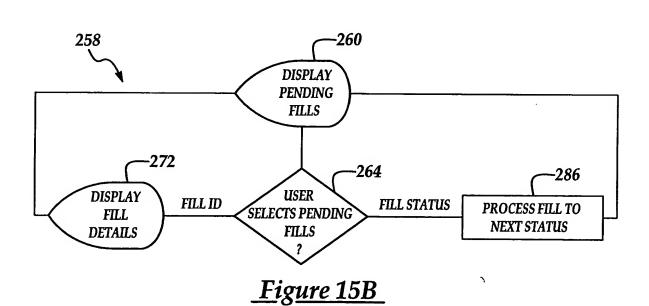


Figure 14B





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VALUE

HOPPER FILL INFORMATION

GAMING MACHINE IDENTIFIER
GAMING MACHINE ID
GAMING MACHINE LOCATION
GAMING DATE
GAMING SHIFT

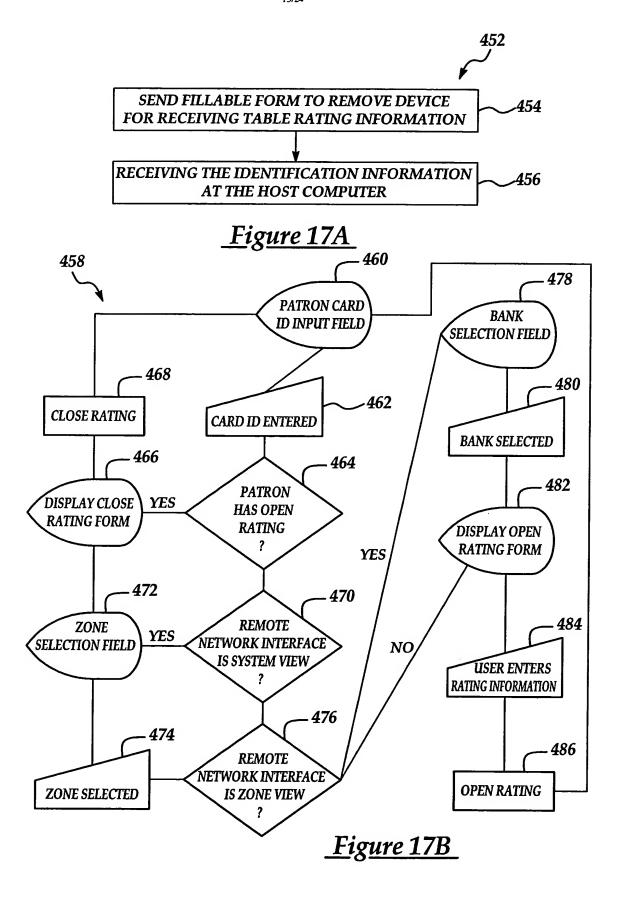
Figure 16A

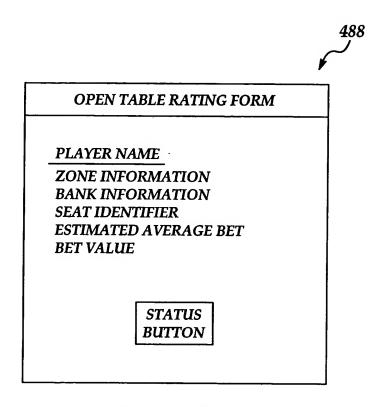
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FILL INFORMATION

GAMING MACHINE IDENTIFIER
GAMING MACHINE ID
GAMING MACHINE LOCATION
GAMING MACHINE NAME
GAMING DENOMINATION
GAMING DATE
GAMING SHIFT

Figure 16B





<u>Figure 18</u>

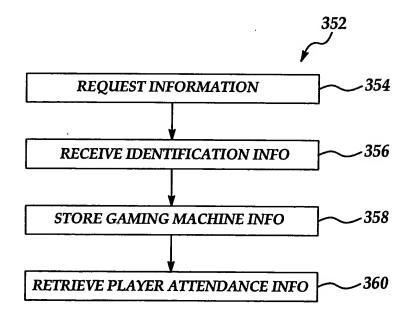
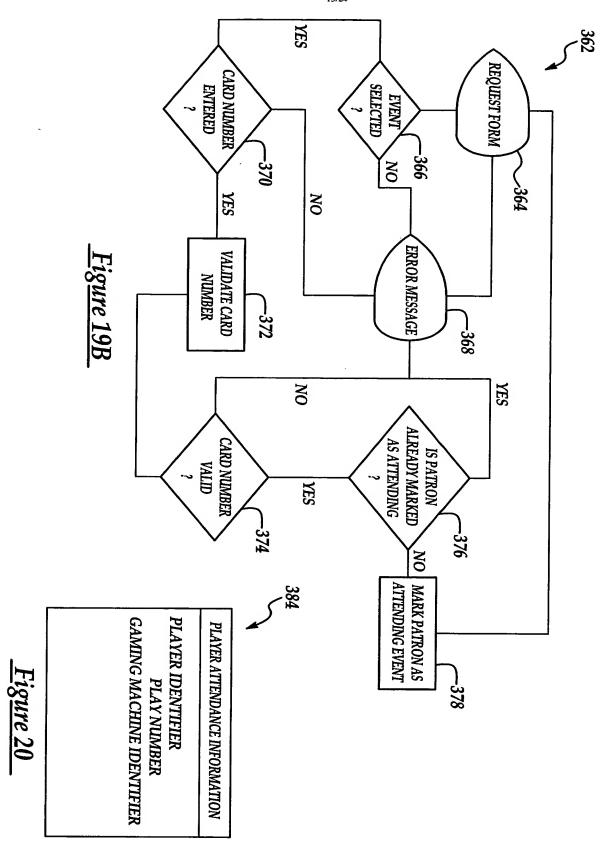
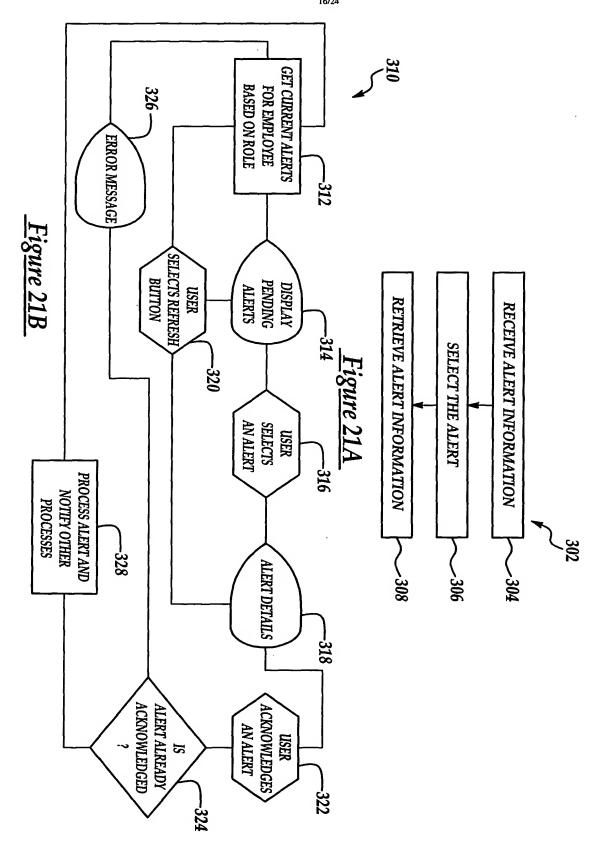


Figure 19A

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in a Player Tracking System
15/24





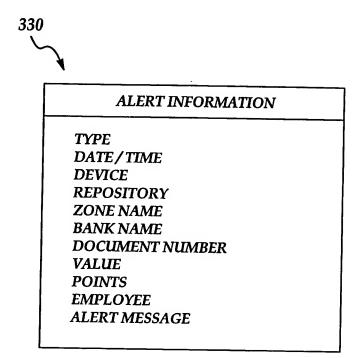


Figure 22

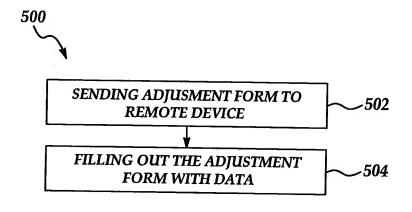


Figure 23A

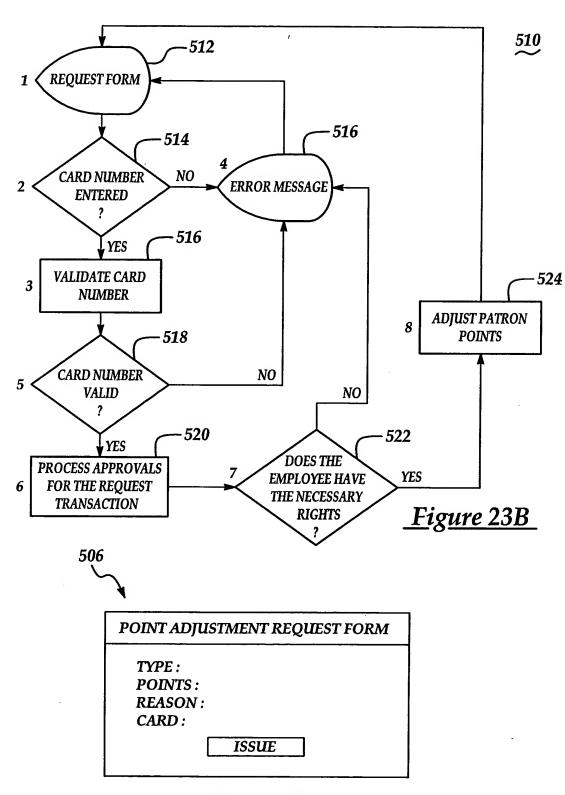


Figure 24

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19/24

SENDING FILLABLE FORM TO
REMOTE DEVICE

FILLING FORM WITH DATA FOR
ISSUING A VOUCHER TO THE PLAYER

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Figure 25A

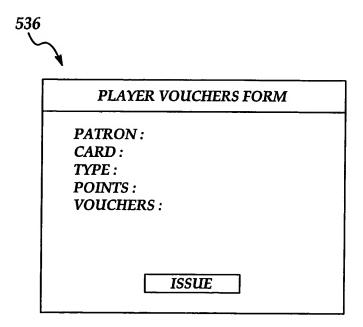
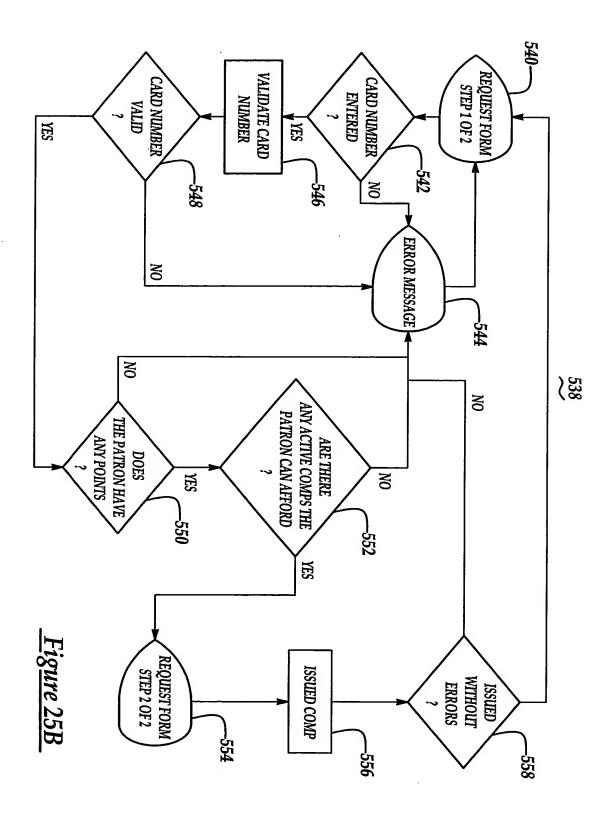
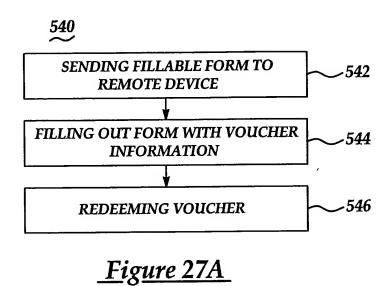
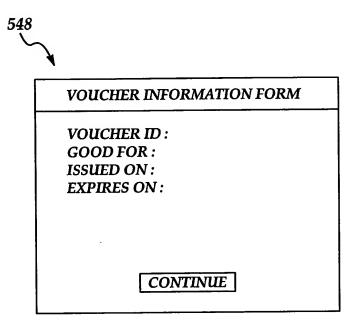


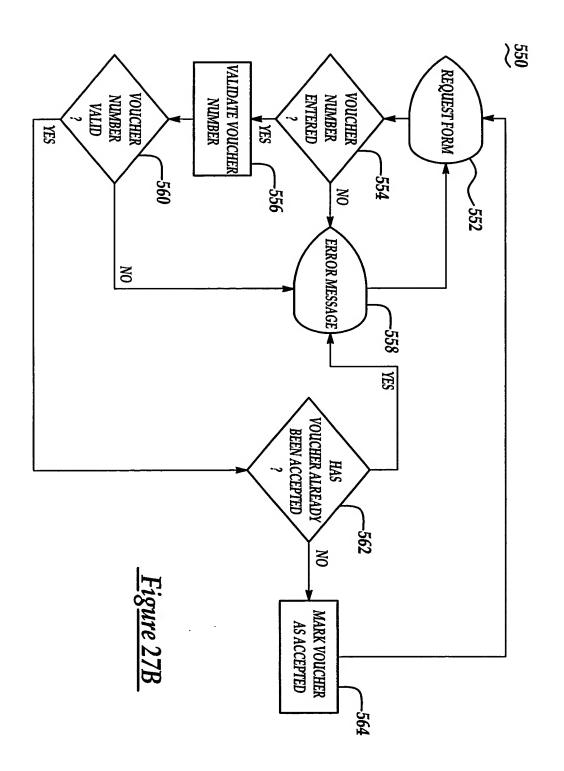
Figure 26

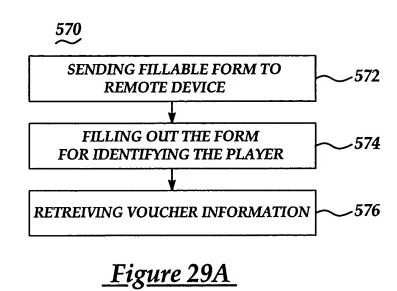






<u>Figure 28</u>





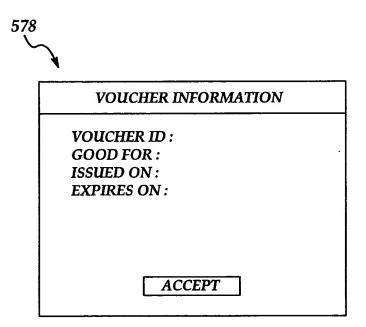


Figure 30

